

Figure 1a

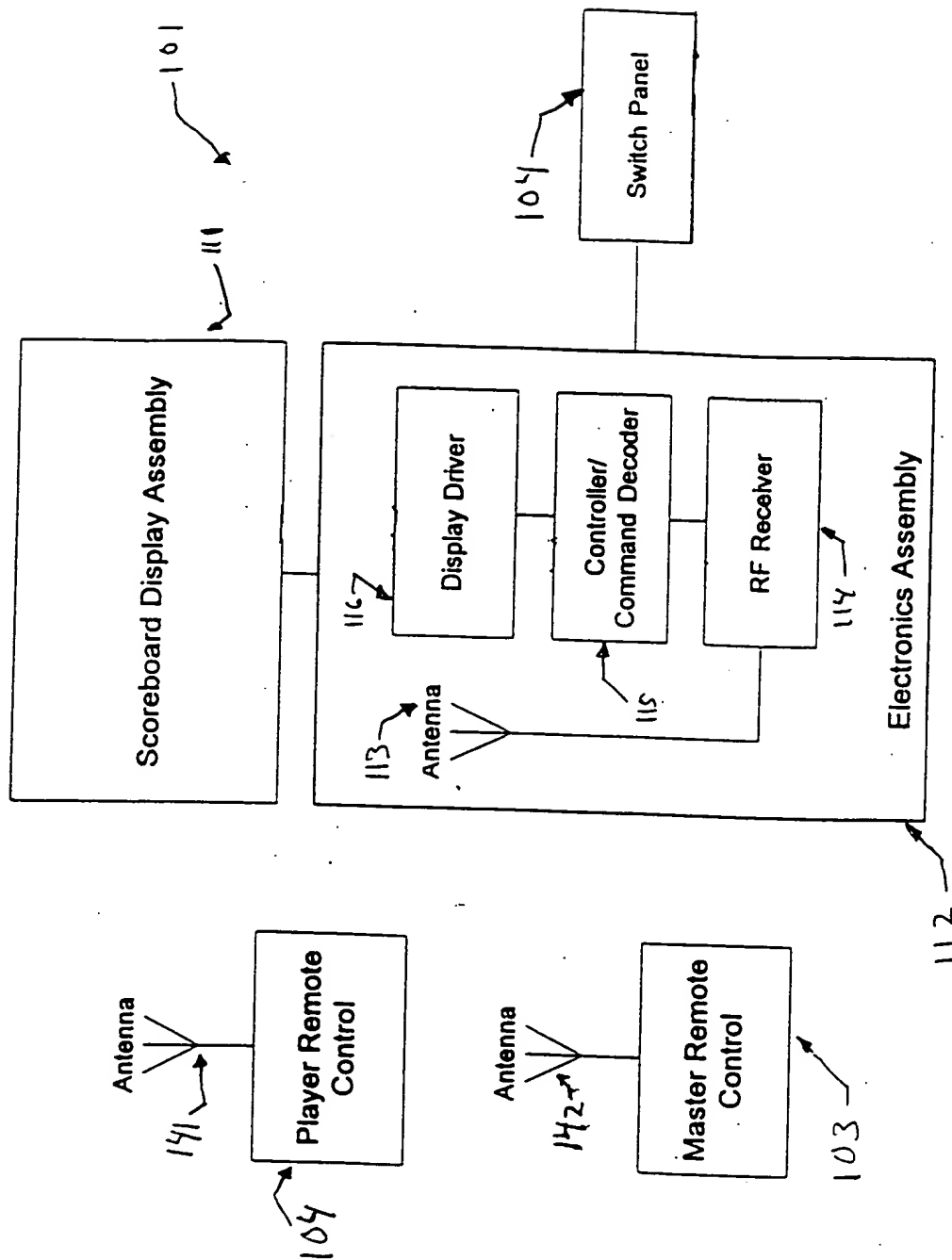
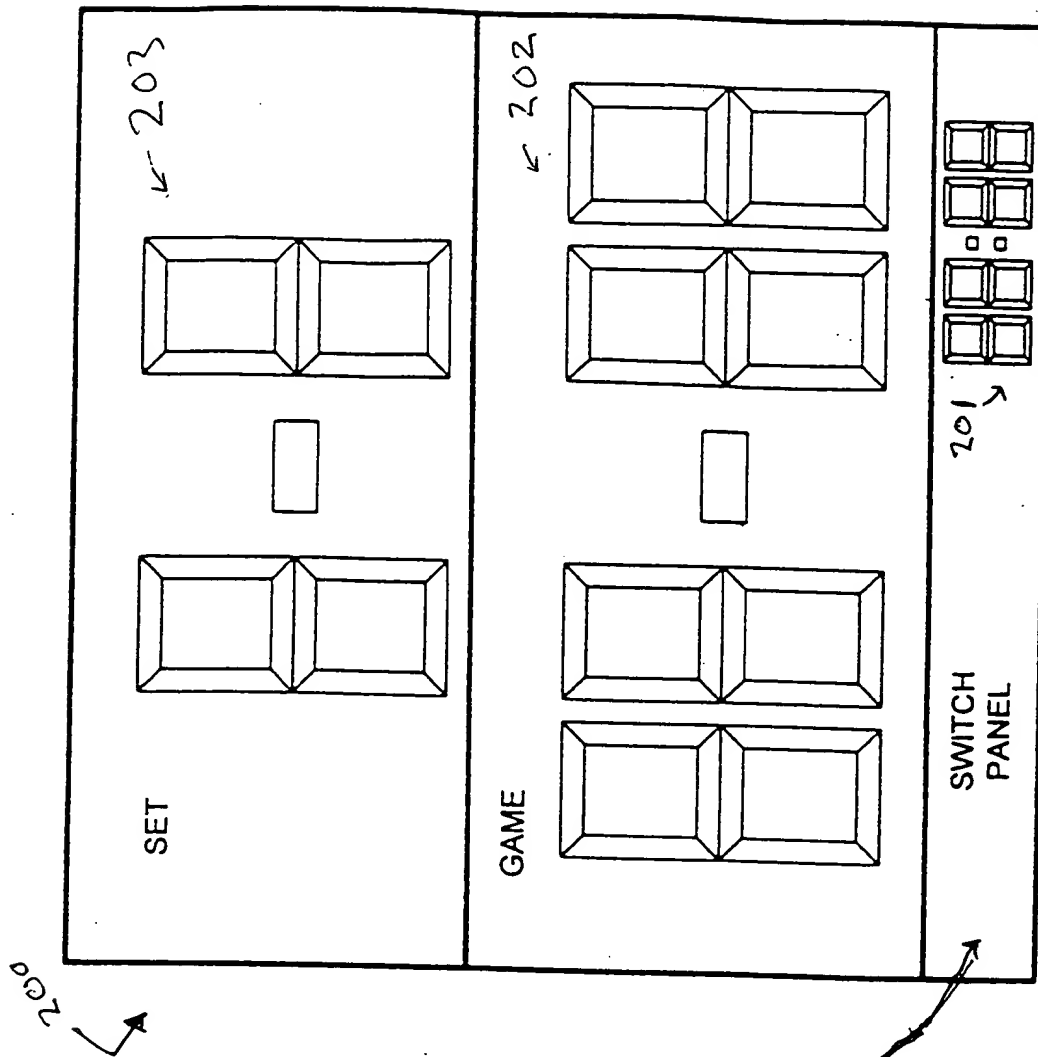


Figure 1B

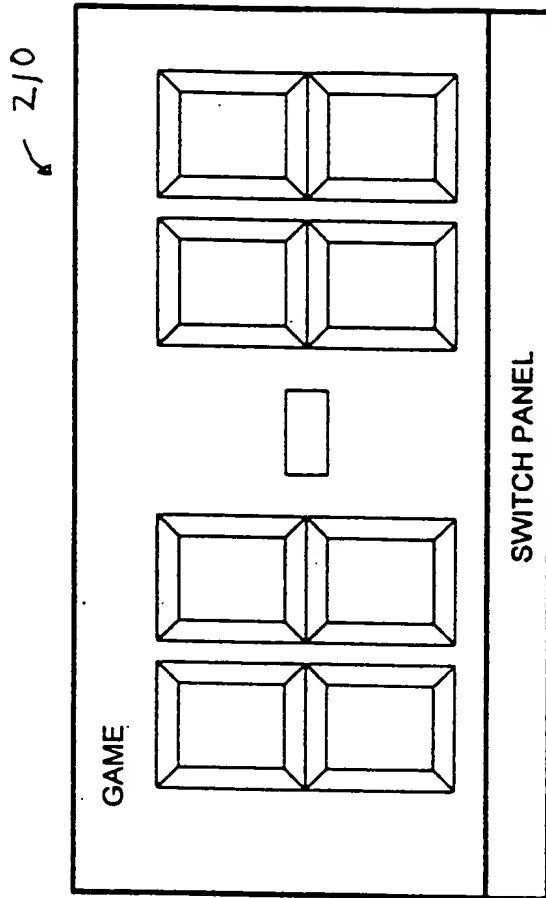
FIG. 29 is a perspective view of the switch panel 201 of the game machine 100, showing the front face of the panel with the various controls and indicators.



SWITCH PANEL DETAIL	
SWITCH	POSITIONS
Match Mode	3 5
Set Mode	6 8
Tie Breaker Mode	ON OFF
Timer	ON OFF
Power	ON OFF

Figure 29

1. The present invention relates to a game machine, and more particularly to a game machine having a switch panel.



SWITCH PANEL DETAIL		
SWITCH	POSITIONS	
Power	ON	OFF

212 →

211

Figure 2b

BUTTON	HOW THE BUTTON IS USED
Select	Select a scoreboard element to change
Advance	Increment the selected element
Configure	Select a configuration element to change

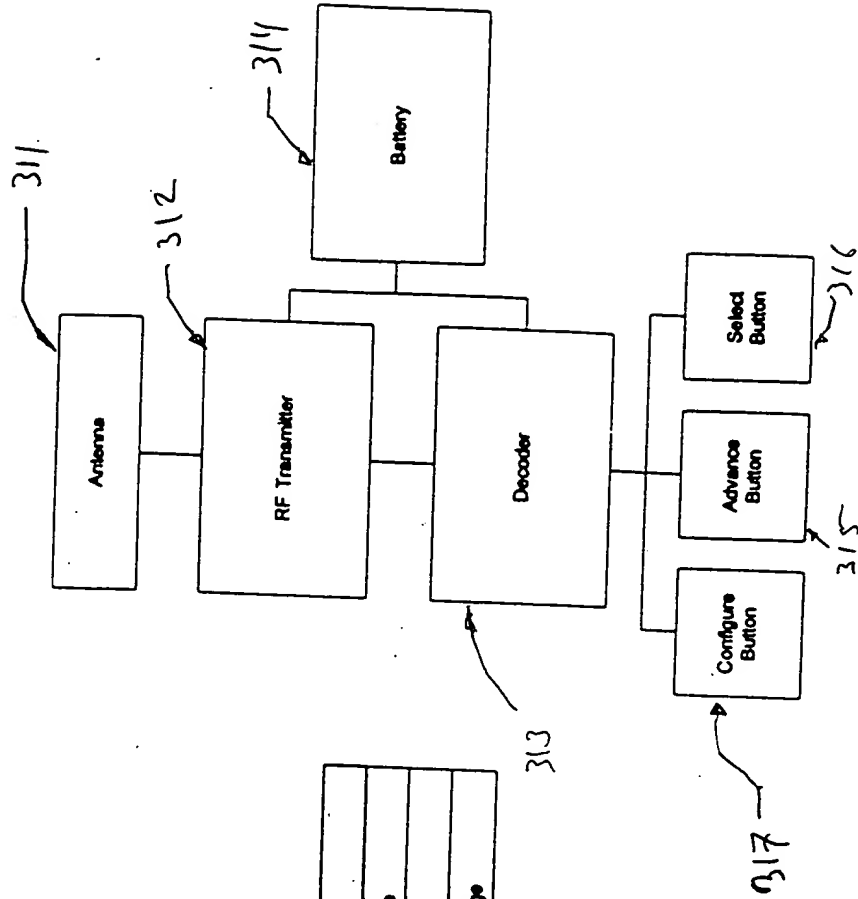


Figure 3b

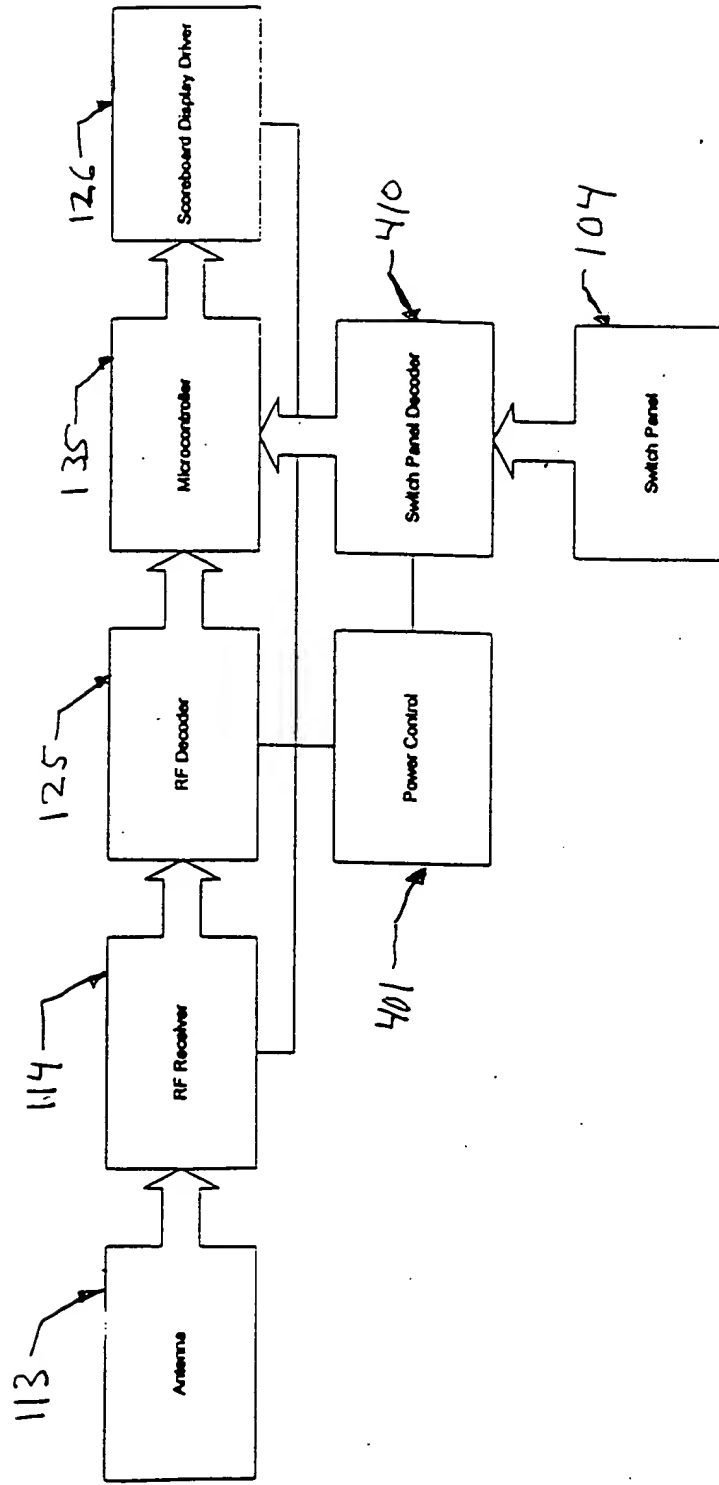


Figure 4

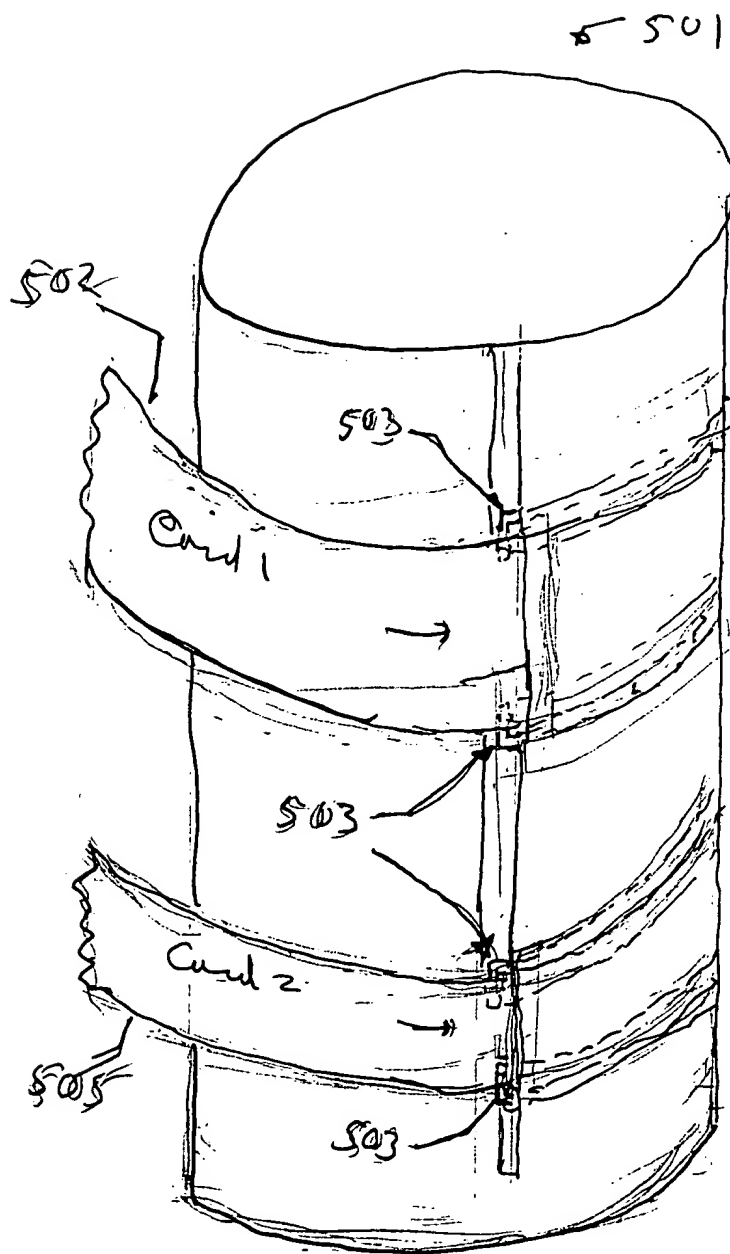


Figure 59

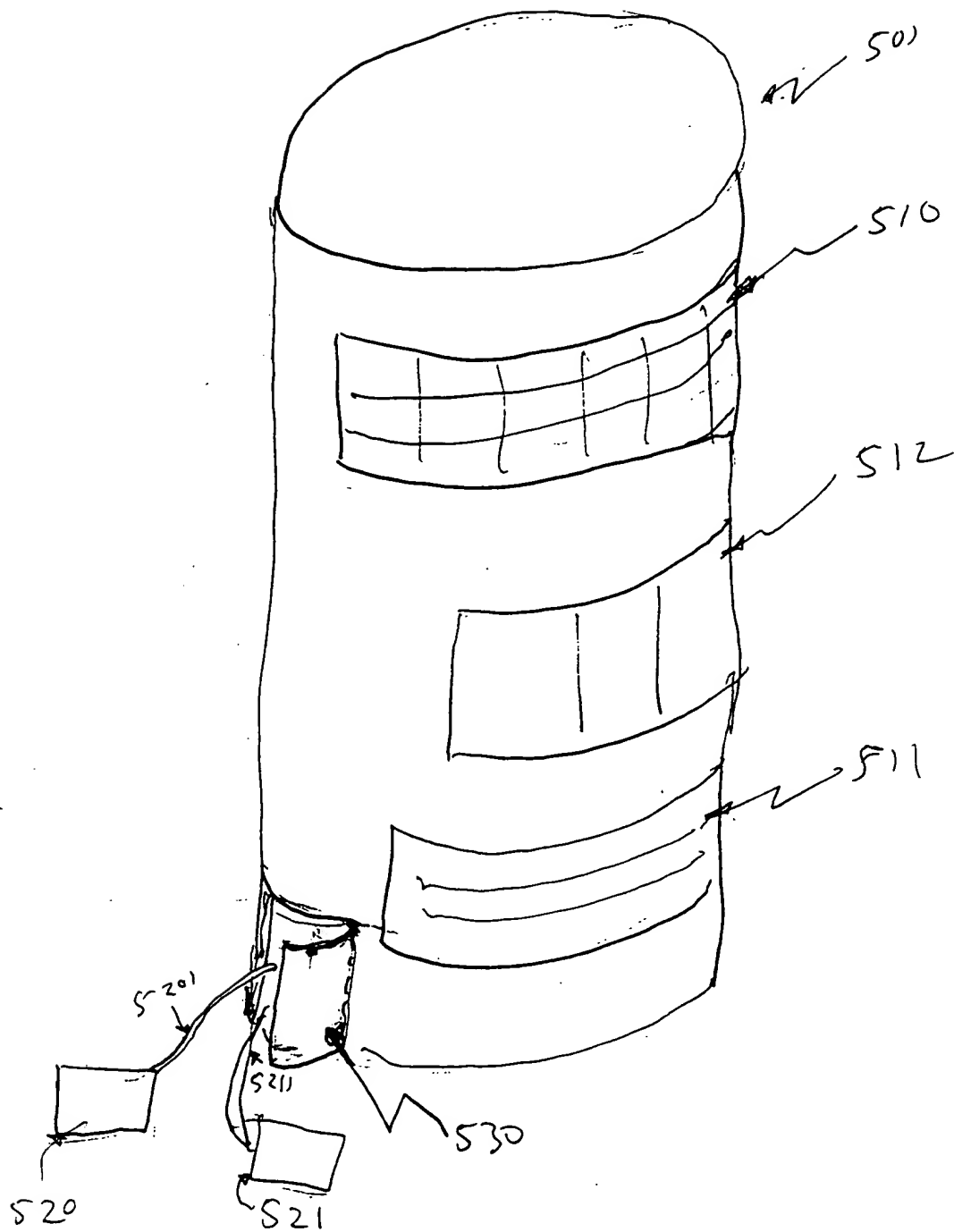


Figure 5b

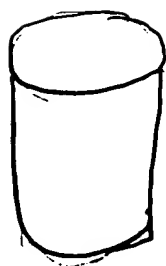


Figure 6a

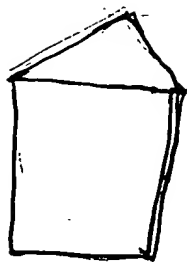


Figure 6b

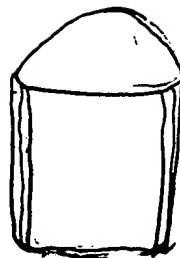


Figure 6c

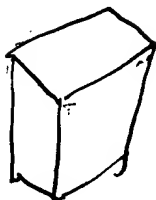


Figure 6d

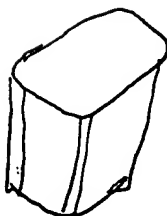


Figure 6e



Figure 6f



Figure 6g